

WHAT IS CLAIMED IS:

1. An object display device comprising:
a visibility determining unit that determines whether a first object
to be handled on a screen hides a second object that has been
5 displayed on the screen; and
an appearance changing unit that changes, depending on
determination by the visibility determining unit, appearance of the first
object so that the second object becomes visible.
- 10 2. The object display device according to claim 1, wherein the first
object is added in the screen.
3. The object display device according to claim 1, wherein the first
object is moved on the screen.
- 15 4. The object display device according to claim 1, wherein the
visibility determining unit determines whether the first object hides the
second object, based on at least one of a position, size, and color, of
the first object and the second object.
- 20 5. The object display device according to claim 1, wherein the
appearance changing unit changes, when the visibility determining unit
determines that the first object hides the second object, the appearance
of the first object into semi-transparent.

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6. The object display device according to claim 1, wherein the second object includes a plurality of existing objects, and the appearance changing unit alters transparency of the first object depending on a state of overlapping of the existing objects.

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7. The object display device according to claim 1, wherein the appearance changing unit alters transparency of the first object depending on color of the second object.

10 8. An object display method comprising:
determining whether a first object to be handled on a screen hides a second object that has been displayed on the screen; and
changing appearance of the first object so that the second object becomes visible when the first object hides the second object.

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9. A computer program product for displaying an object on a screen, including computer executable instructions stored on a computer readable medium, wherein the instructions, when executed by the computer, cause the computer to perform:

20 determining whether a first object to be handled on the screen hides a second object that has been displayed on the screen; and
changing appearance of the first object so that the second object becomes visible when the first object hides the second object.

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